

PHILIPS

G7000 VIDEOGAMES

CLUB NEWS

Issue No. 3

Philips Electronics Video Division

A new kind of game to beat any you'll find in amusement arcades

LOOK OUT... HERE COMES MUNCHKIN!



Do you ever find it hard to tear yourself away from your G7000?

Well, Philips have found the way to make it impossible!

It's the next Videopac—Number 38—codename 'Munchkin! From March/April it will be available at your dealer—so see him now to make sure he holds one for you, because the demand is going to be enormous.

Munchkin is the latest kind of all-action, fast and furious game (first of a whole series, so keep your antennae up!) and it's designed to knock all your amusement arcade favourites for six. Imagine—no more being elbowed aside in the crush of a crowded arcade! You play in the comfort of your own home, either on your own against the computer or against any number of other players.

Details of this exciting new game inside!

In this issue:

MUNCHKIN MANIA
GAMES YOU'LL BE PLAYING IN '82
JOINING UP THOSE FRIENDS
SPOTLIGHT ON A GREAT GAME
-No.9 Computer Programmer

It's the new game that bites!!



How many Munchkins can your Munchkin munch before your Munchkin's all munched out?

That is the question!! Baffled?
Never mind, you're going to have a lot of fun finding out!

Munchkin himself is a super new character, and a very energetic addition to the Philips family. He's already a huge favourite at the Club office, and we're sure you'll find him just as endearing as we do when he suddenly stops to grin cheekily at you as you whizz him around an ever more baffling series of mazes with your hand control. But when not outrageously upstaging the sinister Munchers—his sworn enemies and very tasty morsels at that—he is in hot pursuit of the delicious Munchies that move swiftly through the mazes.

The Munchie-Hunt begins . . .

On your screen is Munchkin, 3 Munchers and 12 Munchies floating in a maze with a rotating centre. Using the handset to control Munchkin, you start the great Munchie-Hunt. As Munchkin gobbles them up, one point for each is registered on the screen. When a Munchie that flashes different colours (worth 3 points) is munched, all the Munchers will turn purple with horror and are then vulnerable to attack by Munchkin. When he gobbles the first Muncher, an extra 5 points are notched up on the screen; for the second Muncher he gets 10 points, and for the third no less than 20 points are scored. BUT . . .

Just to make Munchkin's life more difficult . . .

That score of 20 for the third Muncher won't be easy. Because the Munchers have a secret weapon: a Recharge-Capability. As soon as any one of them is munched out his ghost moves stealthily towards their HQ in the rotating centre of the maze—and emerges revitalised to re-enter the fray! Only if all 3 Munchers are munched out by Munchkin before

one gets the chance to recharge can Munchkin claim his 20 points.

You can score bonus points

After Munchkin has gobbled all 12 Munchies, his turn continues. Another 12 appear, and you can go on scoring. Each time you dispose of a screen-full, a higher skill level is required to score more points.

The winner is he who scores highest over a predetermined number of turns or length of time. On the screen is displayed the score in progress and the highest previous score together with the name of the reigning Champion.

MUNCHKIN'S LIMITLESS MAZES

On the keyboard you press 0, 1, 2, or 3 for the four different standard mazes, or 4 to generate a different maze every time. Press 5, 6, 7 or 8 to produce mazes that DISAPPEAR when Munchkin is moving. When he runs into the invisible walls, the maze will reappear momentarily. Press 9 to generate a different invisible maze every time. But that's not all . . .

There's no limit to the number of mazes available because you can . . .

Programme your own mazes

Press Reset, then P to establish the programming mode, and the letters A through G will appear on the left side of your screen. Numbers 1 through 9 appear across the bottom. These are the co-ordinates with which you identify the positions you wish to add or delete maze lines. It's up to you—the variations are endless.



Philips HEALTH WARNING

Rumours are spreading that a mysterious affliction, known as MUNCHKIN MANIA, is about to sweep the country. Symptoms are as follows:

1. Total addiction to Videopac Number 38.
2. Fingers which seem to be permanently welded to the hand control or the joystick.

**If you have any reason to fear such an ailment
DON'T BUY THIS PAC!**

ON THE OTHER HAND, if it sounds like just what the doctor ordered, place YOUR ORDER NOW. At around £20 for hours of fun and entertainment, you could find MUNCHKIN a real cure for the blues!

WATCH OUT...
for Munchkin demonstrations

and top-scoring combinations to your local store—these will be appearing with a list of the scores received will be published in our next Newsletter.

Games you'll be playing in '82

By Dave Martin

At the start of 1982 we'll look back at some of the great games of '81, before looking forward to what the coming year will bring, both in the way of amazing new games (we can't wait to get our hands on them at the Club!) and some of the activities we have in the pipeline for you, the Club members.

First of all—you've probably just read about Munchkin. We know this game is going to be a monster success, so I'd like to stress right now—**don't wait any longer!**—see your dealer right away and place an order. Whilst you're there you could also mention that Munchkin sets the standard for a truly exceptional series of games Philips will be introducing this year, so he'd better speak to his Philips Area Manager right away about stocks. If he hasn't already, get him to join the Club, remember there's a free gift for you if you introduce a new member!

COMING SOON!

Pac Number 37

MONKEYSHINE

Hours of laughter guaranteed with this new fun game which keeps all age groups endlessly entertained. More fun than a barrel full of real monkeys.

OUT IN APRIL

Odyssey Pac

CONQUEST OF THE WORLD

The future of the world rests on your skill and judgement.

In its superb presentation package, this is a game that could make you forget you own any others. First of the 'Odyssey' series of videogame/boardgame combinations, it puts you at the head of a tactical confrontation between the world Super Powers. The gameboard is a true-to-life model of the relationships between countries of the real world in the early 1980's, on-screen your land, sea and air forces can be deployed against each other in any combination. Ever said you could do a better job than our world leaders? Now you can prove it.

OUT IN APRIL

TOP SELLING GAMES LAST YEAR

But back to 1981. We at the Club office have decided you're a bloodthirsty lot—your far-and-away favourites are always the shooting games! Top seller in 1981 was Space Menace (Number 22), closely followed by Satellite Attack (Number 34), Laser War (Number 18) and Cosmic Conflict (Number 11). Space is definitely the New Frontier for videogames, but Sport had a good year, too, with Golf (Number 10), Baseball (Number 8) and Table Football (Number 27) all doing well. Educational games are not, it seems, quite Top of the Video Pops yet, but the Computer Game (Number 9) has enjoyed encouraging popularity, and the sensational new Musician Pac (Number 31) is off to a very promising start.

THE YEAR TO COME

March/April sees the start of the Munchkin invasion—and as Club members you are, of course, the first to know about it. Next to be introduced is a game whose name I'll mention just to keep you guessing what it's about: Monkeyshine! Then comes a game we're really excited about, the magnificent 'Conquest of the World'; first of our new 'Odyssey' series of games combining gameboard strategy with fast, on-screen action. These have been referred to in previous Newsletters as 'Master Strategy' games.

'Conquest of the World' is something really new on the videogames scene. Whilst you battle it out on the gameboard to take over the world (Monopoly will never seem the same!) you must also cope with a series of air and sea battles on the television screen. By the end of the year we hope to have brought you three Odyssey games in all.

Aside from these there will be four or five other new games for your enjoyment during 1982. Of course, in all cases, Club members will hear of them first in the Newsletters. We expect to publish about six Newsletters during the year, and it's our aim to involve members in Club activities to an increasing extent. You'll find in this edition a Computer Programme sent in by a member, and also an invitation to send us details of your best scores in certain games—not to mention the best tune you have composed with the Musician Pac. If you fancy seeing your name and face in print, now's your chance!

But more news of forthcoming plans will be coming soon in the next Newsletters. Meanwhile, we at the Club wish you a year full of fun and enjoyment—which shouldn't be difficult with our fantastic new games!

KEEP JOINING UP THOSE FRIENDS

We've been sending out plenty of our smart Shaeffer G7000 Videogames Club pens to members who've already joined up a friend. In fact we've had two new members introduced by Mr. A. J. Standing of Springfield Road, Edenbridge, Kent. They are M. West of Prospect Road, Southborough, Tunbridge Wells, Kent and R. P. Faulkner of Springfield Road, Edenbridge, Kent. Welcome to you both, and well done Mr. Standing, who receives a T-Shirt as well as a pen.

But don't forget—the more the merrier!

The more friends you join up, the more fun the Club will be in the future. So get them to pick up an application form from your dealer, complete it and send it to us at the Club address together with a cheque or postal order for £2 made out to G7000 Videogames Club to cover the membership fee. And most important, they should enclose a covering note giving YOUR name, address and membership number so we can send your gift direct to you.

More FREE GIFTS for you!

You qualify for the Club pen after introducing the first friend. The second earns you a Club T-Shirt, and when you've joined up 4 new members we send you a fleecy-lined Club Sweatshirt. When you qualify for these last two remind your friends to give your size—small, medium or large—when they send your details.

TOGETHER WE'LL MAKE IT THE MOST EXCITING VIDEOGAMES CLUB IN THE COUNTRY!

Are you a CHAMPION SCORER?

In forthcoming Newsletters we'll be publishing the names and photographs of top scorers in certain featured games. This time it's Videopacs 11—Cosmic Conflict, 33—Jumping Acrobats and 34—Satellite Attack. All you need to do is note your top score in any or all of these games and get the signature of someone who witnessed it: either a parent or another Club member. Then send it off to us at the Club address, together with the membership numbers of those concerned. Maybe you'll see yourself in the next Newsletter!

SOLUTION TO COMPETITION CROSSWORD No. 3
Across: 1. Football; 2. City; 3. Phil; 4. Ake; 5. B; 6. S; 7. S; 8. S; 9. S; 10. S; 11. S; 12. S; 13. S; 14. S; 15. S; 16. S; 17. S; 18. S; 19. S; 20. S; 21. S; 22. S; 23. S; 24. S; 25. S; 26. S; 27. S; 28. S; 29. S; 30. S; 31. S; 32. S; 33. S; 34. S; 35. S; 36. S; 37. S; 38. S; 39. S; 40. S; 41. S; 42. S; 43. S; 44. S; 45. S; 46. S; 47. S; 48. S; 49. S; 50. S; 51. S; 52. S; 53. S; 54. S; 55. S; 56. S; 57. S; 58. S; 59. S; 60. S; 61. S; 62. S; 63. S; 64. S; 65. S; 66. S; 67. S; 68. S; 69. S; 70. S; 71. S; 72. S; 73. S; 74. S; 75. S; 76. S; 77. S; 78. S; 79. S; 80. S; 81. S; 82. S; 83. S; 84. S; 85. S; 86. S; 87. S; 88. S; 89. S; 90. S; 91. S; 92. S; 93. S; 94. S; 95. S; 96. S; 97. S; 98. S; 99. S; 100. S; 101. S; 102. S; 103. S; 104. S; 105. S; 106. S; 107. S; 108. S; 109. S; 110. S; 111. S; 112. S; 113. S; 114. S; 115. S; 116. S; 117. S; 118. S; 119. S; 120. S; 121. S; 122. S; 123. S; 124. S; 125. S; 126. S; 127. S; 128. S; 129. S; 130. S; 131. S; 132. S; 133. S; 134. S; 135. S; 136. 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'MUSICIAN' PAC OWNERS —send us a tune!

If you own Pac Number 31—Musician—you're probably halfway to giving Beethoven a run for his money already! You know how simple it is to compose your own tunes, so all you have to do is decide which is your most melodic effort so far and jot it down on paper—no tapes, please—and send it off to the following address: 'Musician Contest',

G7000 Videogames Club,
345A Station Road, Harrow,
Middx HA1 2XP

Win the most exciting
Videopac ever...

CONQUEST OF THE WORLD

—before it's even in the shops!

The winner of our most exciting Videopac yet will be chosen by a famous name in the music world—still a secret at the moment—but don't let this frighten you. The simplest tunes are often the most effective, and no-one knows that better than people who live with music. We're going to make the judging process into quite an occasion, too, so being a finalist will be a lot of fun.

The contest runs for quite a while—it will still be open when the next Newsletter is published and will be featured in that edition, too. The closing date will be given then.

So put your composing hat on, and let's hear what you can do!

Name our Mascot

We've decided to extend the competition to name our mascot until 31st March, so you're still in with a chance if inspiration is a bit slow coming!

Send us your suggestion for a name, together with no more than six words that best describe the G7000 system, in your opinion. This is in case we need a tie-breaker.

Mark your envelope:

'Name the Mascot' Competition

SEND TODAY!

SPOTLIGHT on a GREAT GAME



No 9 COMPUTER PROGRAMMER

Your G7000 is a very sophisticated, fourth-generation microprocessor, one of the finest it's possible to buy today. With computers becoming more and more a part of our everyday world, you made a wise choice when you chose the best. But now you own it, it makes sense to make the most of it. Videopac Number 9—Computer Programmer—gives you the opportunity to learn about computer technology, and to introduce your children to it. So you could say it's a real investment in the future.

The 84-page instruction manual which accompanies the Videopac carefully takes you through the fundamentals of microprocessors, explaining the 7 basic components: Input/Output Devices, Arithmetic Logic Unit, Accumulator, Memory, Location Devices, Control Logic and Bus Lines, and teaches you the binary number system and computer languages. Then it explains in easy-to-follow steps how you use the G7000 to write your own programmes, from the very simplest to the most sophisticated.

Amongst Club members already acquainted with Pac Number 9's possibilities are the Jones family of Westworth House, Blexton Lane, Knutsford, Cheshire. Richard Jones writes as follows:

"I am writing to tell you a suggestion our family thought up for owners of Videopac 9, the Computer Programmer. We thought that keen programmers would like to exchange programmes: to start the whole thing off I enclose a programme of a Digital Clock."

Thank you Richard, for a super idea, which we're currently giving some thought to. Meanwhile, here is the Jones family's 'Stopwatch Programme'

STOPWATCH PROGRAMME

```

00 LDV 1 0A      R1 =
02 LDV 2 80      R2 = Max seconds
04 LDV 3 00      R3 = Minutes counter
06 LDV 8 04      R4 = Output pointer
08 OUT 3          Output minutes
10 OUT 1          Output =
12 CLR           1st digit of seconds → R4
14 UNP 4          2nd → R5
16 LDV 8 06      Set screen pointer
18 OUT 4          and output seconds
20 OUT 5          Add 1 to seconds count
22 INC           Save seconds count
24 STD 7
26 LDV 8 10
28 LDV 8 60      This is a nested loop which
29 CLR           controls the seconds timer—
30 INC           the speed is controlled
32 BNE 9 23      by altering the counts in
34 LDA 6          R4 (main loop) and fine tuned
36 DEC           by altering the count in
38 STD 6          R5 (inner loop)
39 CLR
41 BNE 8 20      Restore seconds count
43 LDA 7          Less than 59 seconds?
45 BNE 2 11      Restore minutes count
47 LDA 3          Add 1 to No. of minutes
49 INC           Save minutes count
51 STO 3
53 STD 6
55
```

WORKS FOR 10 MINUTES

PRIZE COMPETITION



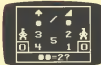
A



B



C



D



E



F

This time our competition tests your knowledge of the Videopac range, plus your anagram-solving ability!

We've given you 6 illustrations of on-screen action, and 6 anagrams of Videopac names. You have to solve the anagrams and decide which name goes with which illustration. For instance, if you think illustration 'B' goes with anagram '6'; and illustration 'D' goes with Anagram '1'; jot them down on a postcard thus:

B goes with 6 (Name of Game)

D goes with 1 (Name of Game)

- 1 FRINGE THUG
- 2 NEST IN LOGS
- 3 BING IN NEW PLOT
- 4 KEBAB STALL
- 5 RARE LAWS
- 6 LASH MY SOAP CLOTH

Send the postcard with all 6 answers to:

PRIZE COMPETITION 3,
G7000 Videogames Club,
345A Station Road,
Harrow, Middx. HA1 2XP.

Don't forget to add your name, address and Membership No., plus the name of the Videopac you'd like as a prize if you're our "Lucky Winner!"

CLOSING DATE FOR PRIZE COMPETITION 3: 31st MARCH 1982

A technical problem with your G7000?

Microprocessors are delicate pieces of equipment which respond well to careful handling. However, should yours become damaged in any way, you can get all the help you need from any of the following Service Centres:

ABERDEEN 0234-492741
BELFAST 0232-33634
BIRMINGHAM 021-743 0441
BRISTOL 0272-24558
CAMBRIDGE 0954-80635
CARDIFF 0222-395921
CHANNEL ISLANDS . 0534-23847
EDINBURGH 031-661 1296
GLASGOW 041-647 9416
ISLE OF WIGHT 09834-2114
LEEDS 0532-733611
LIVERPOOL 051-486 3257

LONDON (North) 01-965 0177
LONDON (South) 01-686 3300
MANCHESTER 061-632 6071
NEWCASTLE 0632-20771
NOTTINGHAM 0602-292147
PLYMOUTH 0752-330245
READING 0734-595311
SOUTHAMPTON 04215-66647
SOUTHEND 0702-548064
STOCKTON ON TEES 0642-613460
TONBRIDGE 0732-366321
WHITEHAVEN 0946-4613
WOLVERHAMPTON 0902-772204

Sorry we're not equipped at the Club office to handle technical queries, so please don't phone us—phone them!

CLUB GARMENTS

COMING SOON!
CLUB T-SHIRTS
SWEAT SHIRTS
and
BOMBER JACKETS
that we will be offering
for sale to members.

More news next time



